

5) polym (poly, k)

met le monome n° k

YPYM: BSR WVGK2

k = D3 A0: var poppée au bout de mémoire

```

MOVE.L (A0)+, D2
MOVE.L A0, A1
ADD D2, D2
ADD D2, A0
MOVE (A0)+, D1
SUBQ #1, D3
CMP D3, D1
BCC MB45
met zéro

```

nb de var
 pointe à var
 $D2 = 2 \times \text{nb de var}$
 $D1 = \text{nb de mon} - 1$

```

MB440: BSR POPN
      BRA PUSHNZ

```

```

MB44: ADD D2, A0
      BSR SLNGO
      ADD D0, A0
MB45: DBRA D3, MB44

```

} avance jusqu'à au monome k

```

LEA -2(A1), A6
BSR XMONO
MOVE.L A4, A1
BSR XPOSE
LEA -2(A1), A0
BRA M4620

```